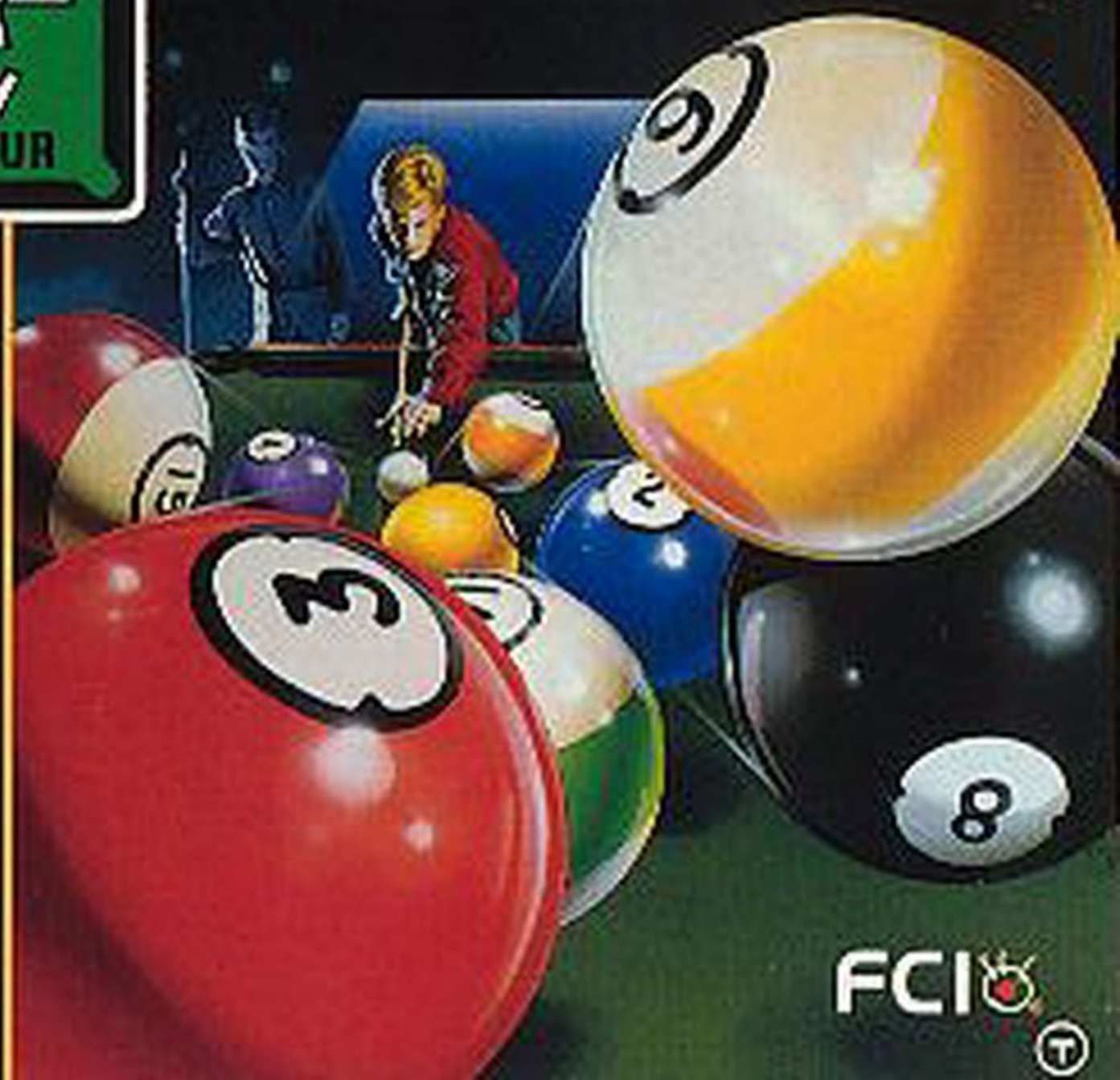
NES-BZ-USA

BREAK TIME

THE NATIONAL POOL TOUR

™



FCI

Thank you for purchasing our game, BreakTime. For greater enjoyment, please read this instruction manual before you start.

Warning

1. Make sure to disconnect the AC adapter from the outlet after playing the game.
2. Do not get too close to the screen while you play the game.
3. For your safety, take a 10 to 15 minute break every two hours.
4. This is a high precision game. It should not be played or stored in places that are very hot or cold. Do not hit or drop it. Never disassemble it.
5. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
6. Do not clean with benzene, paint thinner, alcohol or other such solvents.

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo® has reviewed this product and has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc. FCI is a registered trademark of Fujisankei Communications International, Inc.
©1990 Pony Canyon, Inc. ©1992 FCI, Inc. All rights reserved.
Fujisankei Communications International, Inc.
150 East 52 Street, New York, NY 10022
Game Hotline (708) 368-0425 8am-7pm Central Standard Time

WARNING:
Do not use with front or rear projection TV
Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY:
Read Before Using Your NES/Super NES
A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Table of Contents

3 Welcome to BreakTime

4 Getting Started Playing Pool

9 Key Command Operations

12 Procedure for Shooting the Ball

13 Explanation of the Kinds of Pool Found in BreakTime

9-Ball
Rotation
8-Ball
14-1 Rack game
The National Pool Tour
Practice Mode

14 The National Pool Tour

15 Your Opponents are Pretty Tough Characters

16 Explanation of Some Items Used in Pool

17 How the Cue Ball Rolls

18 General Rules for Playing Pool

Shoot Off

20 Game Specific Rules

9-Ball
Rotation
8-Ball
14-1 Rack Game

Welcome to BreakTime
The National Pool Tour

In BreakTime, there are 4 different pool games you can play: 9-ball, rotation, 8-ball and 14-1 rack game. Additionally there is a tournament which spans the United States. Your objective is to become the Number One Hustler. In the Practice Mode, you can try out any of the four games as well as see nifty trick shots performed. Watch Mode lets you see the pros in action.

Getting Started Playing Pool

How To Start Playing BreakTime

You can play in the One or Two Player Mode. The One Player Mode pits you against the computer, and in the Two Player Mode, you can play against another person. The Watch Mode lets you watch two characters play against each other.

There are several opponents you can challenge in the One Player Mode. You can play against any of these characters in the One Player Mode. In the Watch Mode you can choose any two characters to play against each other. Each computer character plays at a different skill level.

Ed
Ed is a beginner. When he plays he cannot sink a lot of shots: he is just happy when he hits the object ball.

Jim
Jim is an intermediate player. He is pretty good at aiming for the pockets.

Jane
Jane is a top-notch player. She makes good use of the cushions and sinks the balls she is aiming at most of the time.

Mike
Mike is a real professional. Of course he makes good use of the cushions and has even mastered the jump ball.

1. Number of games: you can either play One Game or Best of Three. One Game lets you decide the match quickly, while Best of Three gives you more chances to play.

3. When you finish one type of game and want to start another or to keep on playing, use the continue feature by choosing "Yes." You will then see the "Password" screen. If you have just begun playing choose "NO" and you will see the "Enter Name" screen.

2. Enter up to four letters of your name. When you are playing with two people, enter both names at this time.

4. This is the password screen. When you win a tournament, you will get a password. Enter this password here and you can resume playing from that point.

5. This is the Practice mode. You can improve your pool skills and watch trick shots being performed. When you select "Practice" you can arrange the balls in any position and take trial shots.

- "Trick Shot" lets you watch several trick shots.
- Choose "9-ball" and practice playing this game.
- "Rotation" lets you practice the rotation game.
- Select "8-ball" and practice playing eight ball.
- "14-1 Rack Game" lets you practice this game.

You can watch some of the famous trick shots used by the pros. Follow them carefully and see if you can become good enough to do them yourself.

This is a table set-up.

This is the cue screen.

Key Command Operations

This is how you use the controller. One button has several functions.

Select Button
The Select Button moves the menu cursor.

Control Pad
Used for moving the menu cursor and the direction cursor when you set up a shot. You can move the cue ball with the control pad.

Start Button
The Start Button is used to begin the game. You can also stop playing in the middle of the game if you push the Start Button while deciding the direction or while shooting the ball. The message "If you want to quit, push the Start Button." will appear for about 3 seconds. If you push the Start Button once more, the game will end and you will return to the main menu.

A Button
The A Button is used for selecting menu options and controlling the shooting cursor. Use the A Button for determining the shot power and for advancing the message in the message window.

B Button
The B Button is used for switching between the direction cursor and the shooting cursor. It cancels the shot power. You can also use the B Button to go back to the main menu screen.

There are also two special button operations in the 14-1 Rack Game. In this game you must choose the ball you will sink. When you want to call a ball, press the B Button until that ball is highlighted. When you are ready to call your shot, press the A Button. To call a "safety," select the cue ball.

In the Practice Mode, there is another special B Button function. You can choose the ball at which you want to aim. Every time you press the B Button, one ball at a time will be selected. Use the control pad to shoot the ball.

There are different rules for each kind of pool game; however, these general rules hold true for all games.

Shoot Off
This determines who will break.

Break Shot
The person who wins the Shoot Off puts the cue ball inside the headline and shoots at full power toward the racked object balls.

Safety Play/Scratch
When you scratch (sink the cue ball) or shoot a safety play (purposely miss an object ball in order to leave your opponent with a difficult shot), it becomes the next person's turn.

Competition results
When the match has ended, the results will appear on the screen. A trophy will be awarded to the winner.

Outcome
The first player to meet all the requirements in a particular game is the winner.

The end of the match
If you are playing Best of 3, after the first game ends the second game will begin. If you play just one game, the screen will return to the main menu when the game is finished.

Procedure for Shooting the Ball

To aim your shot,you move the cross-shaped cursor to the ball you want to hit. To move the cross-shaped cursor, use the control pad.To set the direction cursor, hit the A Button.

To select the English (where the cue stick will hit the cue ball), you push the B Button either before or after aiming your shot. An image of a large cue ball with a red dot on it will appear in the lower left hand corner of the screen. Using the control pad, move the red dot to where you want the cue stick to strike the cue ball. Then push the A Button to set this point.

Shot power is important. Once you have decided on the direction and/or the English for your shot, press the A Button. The screen will change and the power window with the pool cue will appear in the lower portion of the screen. Press the A Button and the cue stick will hit the cue ball. The farther to the right the cue stick is, the more powerful the shot will be. You can hit the ball gently to make a close shot or hit it with more force to send it across the table.

Explanation of the Kinds of Pool Found in BreakTime.

9-Ball. In this game, you must sink the 1-ball through the 9-ball in ascending order. The first person to sink the 9-ball is the winner.

Rotation. This game requires you to sink the 1-ball through the 15-ball in ascending order. The first person to get over 60 points is the winner.

8-Ball. The 1-ball through the 15-ball are divided into solids (1-ball through 7-ball) and the stripes (9-ball through 15-ball). The first person to sink all the balls in his group, and then sink the 8-ball in a selected pocket is the winner.

14-1 Rack Game. This game uses all 15 balls. This is a "Call Shot" game which requires you to choose at which pocket you will shoot your ball. You need to have fairly good game technique to succeed.

The National Pool Tour. In this game, you must play in 9-Ball tournaments across the United States matching cue sticks and wits with the pros. As you win, you advance to the next tournament in hope of becoming America's Number One Hustler.

Practice Mode. In this mode, you can arrange the object balls and the cue ball to practice any shot you like. When you select "Trick Shot," you can see seven different kinds of trick shots. If you choose one of the four games, you can practice any of these pool games by yourself.

The National Pool Tour

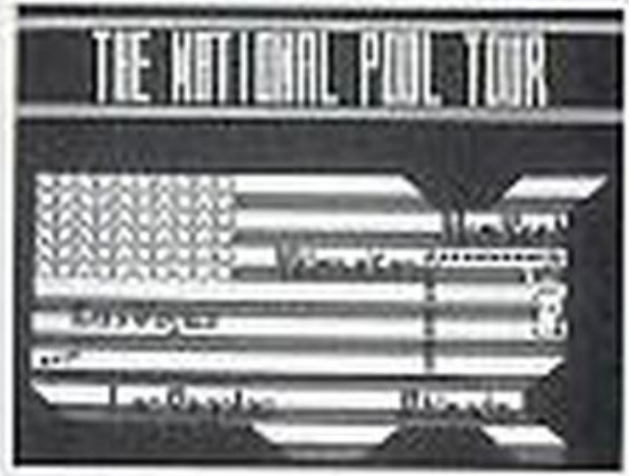
You will play a series of 9-ball games against the experienced hustlers across the United States. Your goal is to become America's Number One Hustler. Each match is played in a different city and you must win 2 out of 3 games to advance. Once you have won one tournament, you then go on to the next city. If you lose, however, you then must keep trying to challenge your opponent.

When you win the competition in a city, a password will appear. Jot this password down so that if you quit your game before the end, you can start a new game from that point.

Your Opponents are Pretty Tough Characters

The first round of competition is in New York City, the Big Apple. Your opponent is Suzy Cue, a pretty, young woman. She is a novice but there are rumors that she has made a lot of progress.

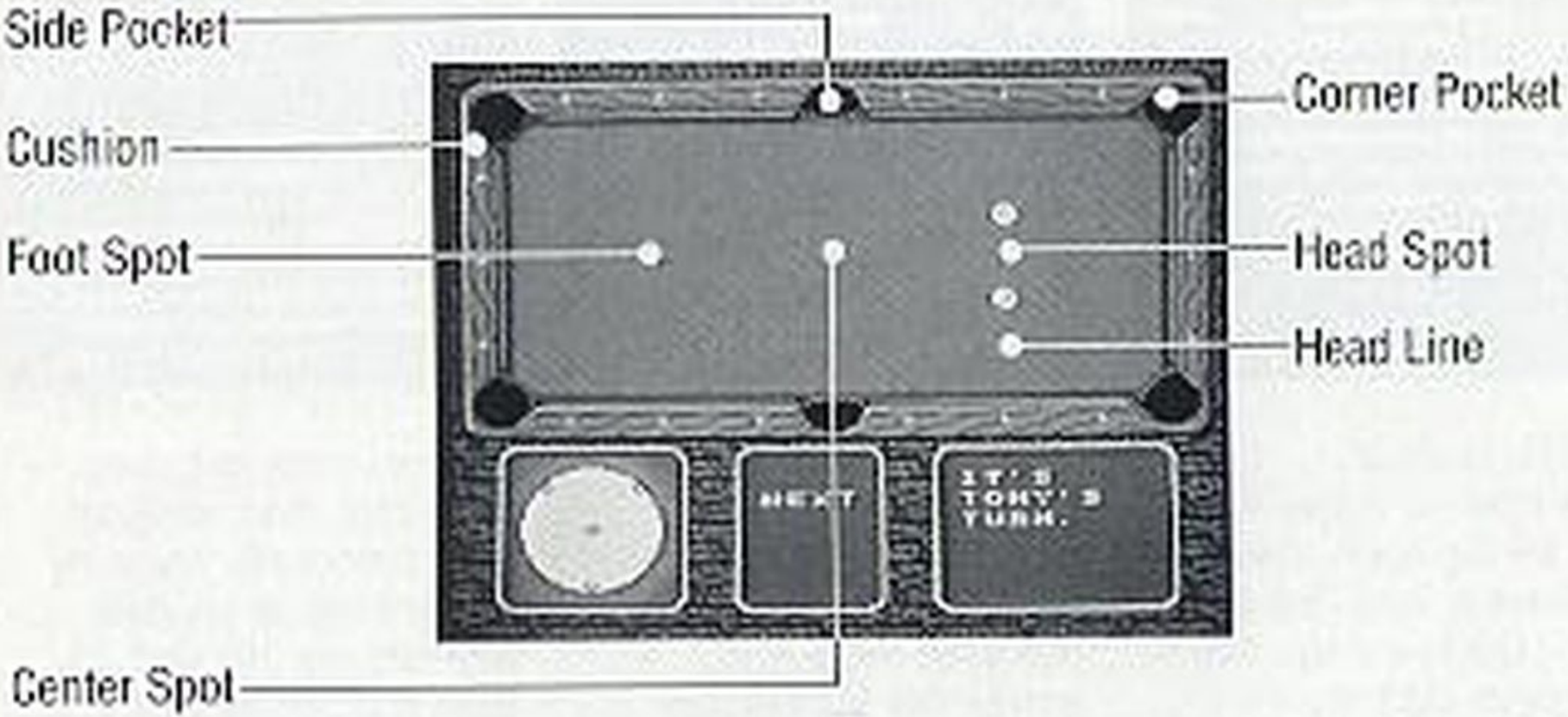
The second round of play takes place in Milwaukee. Ernie English, a young man short of words, is your opponent. His face is usually very somber, but sometimes when he thinks of something funny he will break into a grin.



After you meet these two characters, there are three other opponents. You must wait and see for yourself who they are. The next three matches take place in Atlanta, Los Angeles, and Las Vegas.

Explanation of Some Items Used in Pool

There are some special words or jargon used to talk about pool.



There is one pocket in each corner and a pocket in the middle of each long cushion for a total of six pockets. A cue stick is a long thin stick with a leather tip. You always shoot the cue ball with the tip of the cue. In a pool game, you use a white ball (called the cue ball) and the 15 numbered colored balls (called the object balls). The number of balls you use depends on which type of game you are playing.

How the Cue Ball Rolls

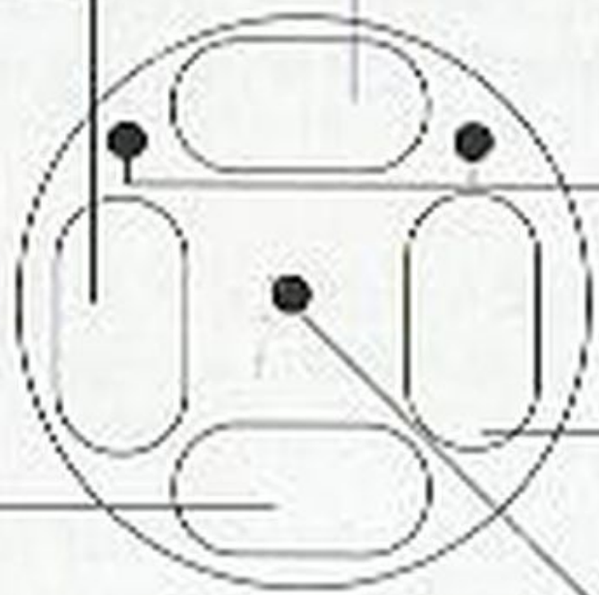
The way the cue ball will roll depends on the point at which you strike it. This is called English. To make some trick shots you need to use the proper English. Using English also allows you to leave the cue ball in a good position for your next shot.

Here is what you will be able to do when you use the English function properly. Refer to the diagram for the location of the strike points on the cue ball for the following shots.

Left English
If you hit the cue ball on the left side, it will spin to the left after striking the object ball.

Draw Shot
When this shot is used, the cue ball will strike the object ball and then roll back. This shot is useful if there is a possibility of the cue ball following the object ball into the pocket.

Jump Ball
With this shot the cue ball can be made to jump over a ball blocking the object ball you wish to sink. You must, however, use some force or else the desired effect will not be achieved. If you use too much force, however, the cue ball will fly off the table causing you to foul.



Follow Shot
This shot, if done properly, is used to make the cue ball continue to roll forward after striking the object ball. This shot can be useful if there is no danger of striking the cue ball.

Masse
This is a special shot in which you strike the cue ball very hard with English. This shot resembles a strong Follow Shot with a Left or Right English.

Right English
Similar to the Left English, if you hit the cue ball on the right side, it will spin to the right after contact with the object ball.

Stop Shot
This shot is similar to the draw shot but the cue ball will not roll back after striking the object ball.

General Rules for Playing Pool

Here are some general rules for playing pool. They are the same for all kinds of pool found in BreakTime. Rules unique to the various games will be explained later.

Shoot Off

To decide who will break first, there is a shoot off. Each player will try to shoot the cue ball from behind the headline toward the far cushion. The object is to have the cue ball bounce back and come to rest as close as possible to the near cushion. The person whose ball is closest to the near bumper is the winner. In BreakTime, the winner automatically gets to break.

If you make a foul, you automatically lose your turn. Then it is the other player's turn. In each type of game, a predetermined penalty is also incurred. You can foul in the following ways:

1. You can scratch. This is when the cue ball goes into a pocket.

2. A ball is knocked off the table. This happens when either the cue ball or an object ball falls off the table. This can occur when the shot is too forceful.

3. Certain misses can be fouls. If you do not sink an object ball and the cue ball or object ball does not strike a cushion at least once, this is a foul in such games as in the 14-1 game.

If an object ball falls off the table on a foul play, it is usually put back on the foot spot. If another ball is already on the foot spot, it is put behind the other ball.

9-Ball

Using balls numbered 1 through 9, the cue ball is shot at only the lowest numbered ball on the table. Whoever sinks the 9-ball first is the winner.

Break Shot. The game begins with a break shot. The cue ball is placed behind the headline and on the first shot, the 1-ball must be hit. If you do not hit the 1-ball, this is considered a foul and the other player's turn begins. If you sink the 9-Ball on the break shot you automatically win.

Safe Play. When the cue ball hits the lowest numbered object ball on the table and there are no fouls, this is a "safe" play or normal play. As long as you keep sinking the object balls in the pockets in numerical order, it is still your turn. If you fail to knock any of the the object balls into the pockets, it becomes the other player's turn.

Game Outcome. After all other object balls have been sunk whoever sinks the 9-Ball is the winner. You lose if you foul three times in a row.

Fouls in 9-Ball. Besides the general fouls which were explained earlier, the following is considered to be a foul in 9-ball. If the cue ball does not strike the lowest numbered object ball in the table first you get a foul. You do not necessarily have to sink the lowest numbered ball but you do have to strike it first on every shot.

A player who has committed a foul not only loses his turn but also incurs a penalty: the next player has the privilege of moving the cue ball and taking the next shot.

Rotation

This game uses object balls 1 through 15. You must sink the lowest numbered ball on the table. The number on the ball is the point value of the score which you will receive when you sink that ball. The player who accumulates the highest score is the winner.

The rules for the break shot and the safe plays are the same as in 9-ball. The outcome of the game differs in that the number on the ball that you sink is your score. The player with the highest score is the winner.

Fouls in Rotation. The game specific foul is similar to the one in 9-ball. If the cue ball does not strike the lowest numbered object ball on the table first, this is a foul. If you commit a foul, then you lose your turn. The player whose turn it becomes may move the cue ball or the next object ball to be shot but only if the balls cannot be played where they landed. If the cue ball is moved, it can be set anywhere. At that time, if the lowest numbered object ball is behind the headline, it must be placed on the foot spot or center spot. In this case, the cue ball cannot be moved. There are advantages to being able to do this.

8-Ball

This game also uses balls 1 through 15. The balls are divided into solids (1-7) and stripes (9-15). The first player to sink all the balls in his group and then sinks the 8-ball in a called pocket is the winner.

Break Shot. The break shot is made by the player who wins the shoot off. If the first ball to go in a pocket is a striped ball, you shoot for all the striped object balls, and the reverse is true if you sink a solid colored ball first. If a stripe and a solid ball happen both to go in the pockets at the same time on the break shot, you can choose to aim for either stripes or solids. If you fail to sink any balls with the break shot, the other player takes over and whichever ball he sinks first determines at which group he will be shooting.

Safe Play. If the cue ball hits an object ball from your group first, it is a safe play, not a foul. If you fail to knock a ball from your group into a pocket, the player changes. Should you knock one of the object balls from your opponent's group into a pocket at the same time you sink one of your own, you may continue playing, but your opponent's ball counts towards his score.

Game Outcome. Once you have pocketed all the balls in your group and knocked the 8-ball in a called pocket, the game is over. The player who pockets the 8-ball is the winner. However, when aiming for the 8-ball, you must "call" or designate at which pocket you are aiming. Should you sink the 8-ball in any pocket but the one you called, you automatically lose. You can also lose in the following ways. If you sink the 8-Ball before all of the object balls in your group have been sunk or if you foul when you are aiming for the 8-Ball.

If you commit a foul, you not only lose your turn but you also incur a penalty: the next player has the privilege of moving the cue ball anywhere behind the head spot and taking the next shot. Additionally, if you sink your opponent's ball, he gets to count the ball towards his final score.

14-1 Rack Game

After the break, each player may sink any ball (1 through 15) in any pocket. Each time before you shoot, you must call which ball you are going to sink and in which pocket you will sink it. If you sink the selected ball in the selected pocket, you get one point. The first player to achieve 15 points is the winner.

Call Shots. You must select both the ball to be pocketed and the pocket into which it will be sunk. You receive one point for every ball called and pocketed in the correct pocket. If you miss the shot called, you do not get a point and the other player's turn begins.

Safety. If you believe your shot is too difficult to make, you can shoot a safety (a shot which leaves the cue ball in a position where your opponent is left with a difficult shot). If, by chance, you sink an object ball while shooting a safety, you do not get any points. To call a safety, you select the cue ball when calling your shot.

Break. When breaking there is only a small chance that you will be able to pocket a designated ball in a selected pocket. Therefore, it is best to call a safety when breaking.

Fouls. When you shoot, if the cue ball does not come in contact with the selected object ball, you only lose your turn, provided that the cue ball hits an object ball which in turn hits a cushion or the cue ball hits another object ball and then hits a cushion itself. If this does not happen, it is a foul and you lose your turn and one point.

Winning. The player who reaches 15 points first wins. If you run the table and sink all 15 balls in a row, you win. However, it is most likely that this will not happen. If it does not, after 14 of the 15 balls have been pocketed, the 14 balls are re-racked leaving the last one where it is. If the 15th ball is too close to the foot spot to re-rack, it is moved to the same location at the other end of the table. Continuing play, you can either shoot at the 15th ball and try to break up the re-racked balls by ricocheting the cue ball off the 15th ball or a cushion or you can shoot directly at the re-racked balls. Remember, though, how difficult it is to call and pocket on a break shot.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
"How to Identify and Resolve Radio-TV Interference Problems."
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 004-000-00345-4.

90-Day Limited Warranty FCI Game Paks

90-Day Limited Warranty:

Fujisankei Communications International, Inc. (FCI) warrants to the original consumer purchaser that this FCI Game Pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the game pak, at its option, free of charge. Replacement of the game pak, free of charge, to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

To receive this warranty service return the defective game pak along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI:

Fujisankei Communications International, Inc.
150 East 52 Street, New York, N.Y. 10022
Attention: Returns Department
(212) 753-8100

This warranty shall not apply if the game pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

Warranty Limitations:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL FCI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The Provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

FCI Games

If you enjoyed BreakTime, try these other exciting games from FCI!

GameBoy®	Boxxle®	Out of Gas™
	Boxxle® II	Tasmania Story™
	Bubble Ghost™	Ultima® Runes of Virtue™
NES®	ADVANCED DUNGEONS & DRAGONS® DragonStrike	
	ADVANCED DUNGEONS & DRAGONS® Heroes of the Lance	
	ADVANCED DUNGEONS & DRAGONS® Hillsfar	
	ADVANCED DUNGEONS & DRAGONS® Pool of Radiance	
	The Bard's Tale™	Ultima® Exodus™
	Dr. Chaos™	Ultima® Quest of the Avatar™
	Lunar Pool®	Ultima® Warriors of Destiny™
	Phantom Fighter™	WCW™ World Championship Wrestling
		Zanac®

ADVANCED DUNGEONS & DRAGONS and AD&D are registered trademarks owned by TSR, Inc.,
Lake Geneva, WI USA, and used under license from Strategic Simulations, Inc. Sunnyvale, CA USA.

FCI

Not Just Kid Stuff

Licensed by Nintendo
for play on the

Nintendo
ENTERTAINMENT
SYSTEM

Printed in Japan